



MAXIMUM OVERKILL  
940 FM 1387 Midlothian, TX 76065

# MAXIMUM OVERKILL



Issue # 20



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Volume No. 1 Issue No. 20  
Date 12-15-97

## SHIP COMMANDER

Kahn vestai-Klag

## FIRST OFFICER

Kamarag tai-K'norm

## SECOND OFFICER

Torg

## COMMS STATION

Khara

## WEAPONS STATION

Koron

## NAVIGATION

Krudge

## ENGINEERS STATION

Kilrah

## ATTENTION WARRIOR

Maximum Overkill is the official newsletter of the IKV Black Demon and is produced solely for the entertainment purposes for it's members. The IKV Black Demon is a chapter of *The Empire*. We are not responsible for any misleading ads, articles, or art work. By submitting art, articles, letters, or just about anything for print, you are giving permission to print. Personal letters are exempt.

All submissions should be sent so they arrive no later than the last weekend of the month. Send material to:  
IKV Black Demon  
c/o John Harrington  
940 FM 1387 Midlothian, TX 76065

1.



## KLINGON FACTION:

While Mark Okrand is credited for developing the Klingon language, James Doohan (who played Scotty) created the language for the Klingons in the opening scene of *Star Trek: TMP*.

**Maximum Overkill** will no longer be printed semi monthly for the entertainment purposes of the crew of **The Empire** chapter, the **IKV Black Demon**. **Maximum Overkill** will possibly be printed once a year so we all have something to read on the throne. But, if you inclined to send something to contribute (such as art, stories, reports, or anything else), we assume you are giving permission for print unless written otherwise.

*Star Trek, Star Trek: The Next Generation, Star Trek: Deep Space Nine, Star Trek: Voyager, Star Trek: Lollapalooza*, and the *Star Trek* movies are all exclusive properties of big brother: Paramount/VIACOM. Infringement on these rights will incur the wrath of Guido the Exterminator, Paramount's trademark violations expert.

No infringement is meant on our part. But it's not like anyone important from Paramount has read our newsletter.



## FROM THE CAP'N

nuqneH. Well we made it, after all of these years of staying up late to meet deadlines, countless hours standing in front of copying machine and keeping the local post master with business, we made it to issue number twenty!

Now what?

Well, as Kamarag reported in the last issue, we have been utilizing our website and message board to the best of our skills. After an overwhelming vote, this issue will be the last issue of the regular paper series of *Maximum Overkill*. I am hoping that we can continue creating issues electronically for members and friends of the chapter to enjoy. I loved making every issue of *Maximum Overkill* and I am sad to see the run come to an end, but it will be some weight off my shoulders. I do not have a scanner for my home computer, so all of the scans that have been provided to you all over the years have been done at work or at school. Many of the graphic manipulations I have done for each issue takes me a while to do as I only have so many hours after work to mess around with them. This also means why many graphics were recycled from issue to issue.

So, does this mean that *Maximum Overkill* will never be seen again? Naw. I plan on doing an issue around Empire Day (the ides of march) or our chapter anniversary when I can. Hopefully in another year I'll be set up to do everything in house instead of having to do it all in several locations. It helps that I have a ZIP drive to cart around with me. I will miss reading the regular issues that we've put out. Even though I build each issue, it's you guys who supply the jokes and I still laugh when I thumb through some of our older issues. I really wish that I could print each issue in color so we can supply more photos of our gatherings. But no fear, I am currently working on a photo album for our website so we can show off to the others.

This issue is going to be blow out issue, one that will not be forgotten... or forgotten easily. HAHA. I thank all of you who have contributed and all of the members of the **IKV Black Demon**. Without you guys, playing a Klingon would surely be boring. While we move to the new digital age, it will be easier, faster, and cheaper for each one of us to communicate with each other. Our meetings will always be on the third and fourth Sunday from 2pm-4pm at CiCi's pizza in Waxahachie (third Sunday) and Corsicana (fourth Sunday). I have new fliers for all of you to post around. There is a few comicons coming up that we need to discuss and can utilize for recruitment purposes.

Until the next meetings, I'll see you all then! HAPPY HOLIDAYS!



~ "Unkle" Kahn vestai-Klag

2.

# JOINING A HOUSE

This is a subject we kind of touched on way back in Issue #8 (yeah, I looked it up!), but many of you do not belong to a House. When I created my character I really didn't understand the who choosing a house thing and just made up a House name because I got the gist that a Klingon belongs to a House. I never really developed my House other than I was the last male to carry the name.

That story line ended a few months ago when I was approached to join a large and noble Klingon House, the House of the Chancellor of our club (The Empire), Klag. You will notice that I have already changed my name here on the newsletter and on the message board. I am proud to say that I am welcomed member and will help my House grow with strong warriors.

So what does that mean for you? Well, nothing if you really don't want to belong to a House and would rather stay independent. There is no shame or dishonor in doing so. But if you are interested in joining a house I have a few tips for you. But first, a refresher:

**Line Name:** Ex: *Hurric, Khemara, Dok'marr, Rustadz*. Klingon family "lines" or "Houses" are founded by powerful figures in the Empire. When the Emperor grants an individual the right to start a line, he establishes a new House and name. These families follow the organization of an extended line-marriage or line-clan such as those represented in Rober Heinlein's "The Moon is a Harsh Mistress". Genetic links are not required for individuals who are adopted into the line. Only complete agreement of the line members. A Klingon house is a powerful institution, much extrapolated information is available in FASA gaming materials. To be lineless means to be lower class to a Klingon, to be left of the many privileges and protection that a line can provide.

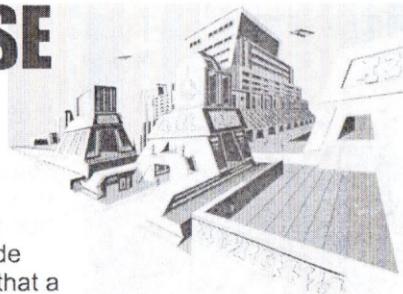
That is why most would do anything to get into a strong or advantageous line if they weren't already in one. However the decision is not taken lightly, because once in a line, it is not a trivial thing to change alliances. Some lines maintain racial purity, limiting to one type of race (Imperial Klingons, Klingon fusions, other alien). A Klingon fan should investigate existing Houses in the Empire and either apply to one to be adopted, or marry into one, or if they have the "klin" and resources, they may want to shoot for their own line.

-Thought Master Kei epetai-Khemara  
\*Source: Star Trek the RPG "The Klingons" Pack #2002

This isn't exactly how The Empire is set up when it comes to creating or joining a House. Since we aren't ruled with an Emperor, we don't have to worry about someone giving you permission to create a House. If I understood right, the only requirement is that you have at least 4 people.

One of the biggest suggestions I can give you in choosing a House is that you need to research who you want to be associated with. Ask yourself "Does this House have a bad rep? Is this House active? Does this House offer free candy?" Okay, well maybe the last one might not pan out, but you need to shop around when it comes to aligning yourself with a House. Also, don't choose a House that has trumped up claims to being related to famous Klingons, that's unoriginal. More discussions can be found on our message board.

~Kahn vestai-Klag



# WHY SHOULD I JOIN THE EMPIRE?

By: Kahn vestai-Klag

This is a question that I have heard recently that I felt needs to be answered here on our message board and in Maximum Overkill. I know none of you have asked me this question, but I have heard it from Feddie to mundane. The question was posed to me back in our KAG days as well, but the answer is much more different. But, when I hear the question, I clear my throat and I tell them this:

"There are many clubs out there that cater to Star Trek fans. You have the Federation who, beyond just being good guys, have an eclectic mix of members who portray humans and aliens they have seen or made up. The problem is that you have to pay dues on top of paying for the materials or having someone construct a uniform for you. Then you have other groups such as the Romulan Star Empire (who may or may not be a real club), the Borg Collective, and a probably a few other clubs that cater to specific aliens. Then we have the Klingon clubs. In each club, you are allowed to create a character and start a chapter. You work your way up in rank and that's about it. All of these Klingon clubs all share the same structure, rank system, and will offer you a chance to put a costume on and be someone you aren't for the weekend. I will say that some are not identical when it comes to ranks and structure (depending if they follow the FASA guides or only use what is seen on the screen), but the one thing they all share is that they are military based only. When you join them, your character is a military officer. If you choose to be a non-military officer, there are chances you will be passed up for awards that you deserve.

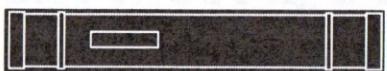
In the Empire, we go beyond that. We do our best to encompass the whole fictitious Klingon Empire. This includes the military, the civilian, and the aliens who are under the care of the empire (the conquered ones). When you sign up for The Empire, you can choose to be in any one of those classes. Members are encouraged to try out for more than any one of those, just to break the monotony up. Even though they are encouraged, you are not obligated to do so. We have members who have chosen to play a Klingon but also dabble in Cardassians and even aliens from other shows!

The Empire also offers guilds for its members. These guilds are specialized groups within the club that members are free to be a part of. The guilds are also designed to help out fellow members. One guild might be geared towards costuming when another may branch off into make up techniques. We even have guilds for members who are interested in collecting Star Trek or Klingon specific merchandise or building models. Guilds are free for members to join, they are always happy to have members who are willing to do some leg work for information that will help benefit the club and its members

The best part of all of this, is that it's free to join. You are under no obligation to stay if you don't like how it's set up."

(Continued on Page 7)

# GRENADE PINS



Certain questions have been raised about the origin and use of those funny cylindrical shaped devices worn on the battle armor uniform. I have heard them called "Service Bars" which seems very logical. However, if they are service insignia, why would each and every battle armor uniform display the same three, from the lowest ranking trooper to the highest ranking member of the High Council?

There are too many different types of service and way too many Klingons to have three identical "Service Pins". Therefore I offer the following explanation until the great and powerful entity explains these toys further.

Being Klingon, the warrioristic nature and the "Death Before Dishonor" mentality yields many tools and weapons for suicide or "last ditch" ploys in the event of impending capture. We've already seen the clandestine disrupter used by the captives on the Enterprise. ("Heart Of Glory" [TNG]) Would it not be logical for a culture such as ours to have some type of mini matter/antimatter explosive device? Even the Federation has overload settings on their phasers.

We have grenades, three to be exact, which are worn on our uniforms disguised as service pins (so they won't be removed during arrest).

There are also three types of grenades in service (See Figure 1). The explosive (See Figure 2), the smoke screen (See Figure 3), and the poison gas grenade (See Figure 4). The activation mechanisms are all quite similar. You'll note that each is genetically coded to the individual user, this prevents accidental (or purposeful by enemies) activation, and the internal "mix" system is similar in all models.

#### Note:

The paranoia of the Federation and subsequently Starfleet has led to transporter filtration systems. These systems more often than not neutralize the clandestine weapons issued to our troops. If a boarding party is "beamed" to a Federation ship via Klingon transporters, these Federation devices won't be a problem.

Characteristics:

#### Explosive:

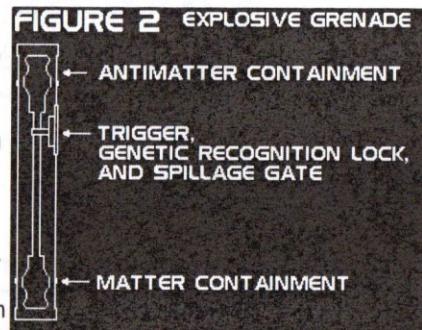
Can be used as a last ditch 'suicide' device (and certainly leaves your 'mark' on the area you were standing as well as the surrounding 350 ft. (106.75 m) radius); can also be used for "hit and run" raids where a rapid beam out is available.

**Delay:** 6.5 seconds

**Radius:** 350 ft. (106.75 m)

**Blast Force:**  $7.2 \times 10^8$  w/3.0 x  $10^8$  INST.

**Disadvantages:** Could be deactivated by Federation transporter security measures in the event of a capture or arrest. Activation usually kills the user.



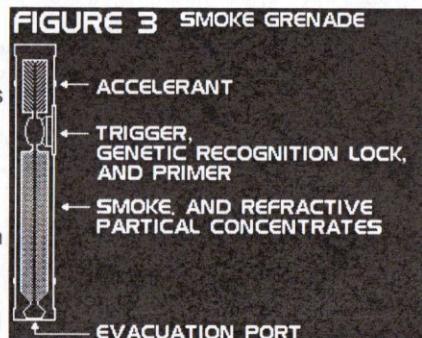
#### Smoke:

Effective to screen escape or retreat. Also handy for refracting most commercially produced phasers, but as Federation phasers are highly refined, refraction is less noticeable. These grenades are not regarded as a weapon by Federation transporters.

**Range:** 50 ft (15.24 m)

**Duration:** Approx. 6 minutes, depending on wind conditions.

**Disadvantages:** Disrupters are unaffected by screen. Transporter devices are affected rendering the subject in the screen unrecoverable.



#### Gas:

Excellent suicide weapon. Unbeatable for mass assassination.

**Delay:** 30 seconds

**Range:** 50 ft (15.24 m)

**Duration:** Approx. 6 - 10 minutes, depending on wind conditions.

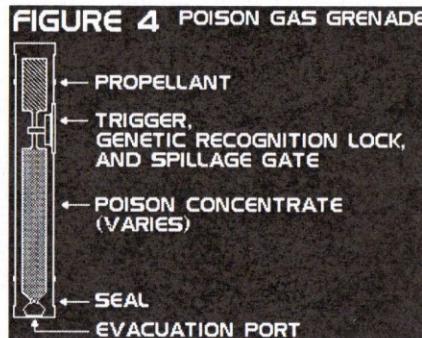
**Disadvantages:** Federation transporter filters do neutralize gas components. Activation usually kills the user.

General Statistics: (all types)

Height: 2 7/8 - 3 inches (7.3 cm to 7.62 cm)

Diameter: 3/8ths inch (9.53 mm)

Weight: Negligible





If you wish to write to learn more about The Empire, you can send a SASE and write directly to:

**THE EMPIRE  
P.O. BOX 4514  
AKRON, OH 44310-0514**

(Internet site coming soon.)

*Tell them "Unkle Kahn sent me."*

*(Continued from Page 4)*

About this time, I either get the smile and nod as if they are saying "Damn! That sounds like something I would like to get into." or I get the screwed up face and the comment "Well, that sounds like too much to get into". That's fine if you think it's too much, but it's only as complicated as you want to make it.

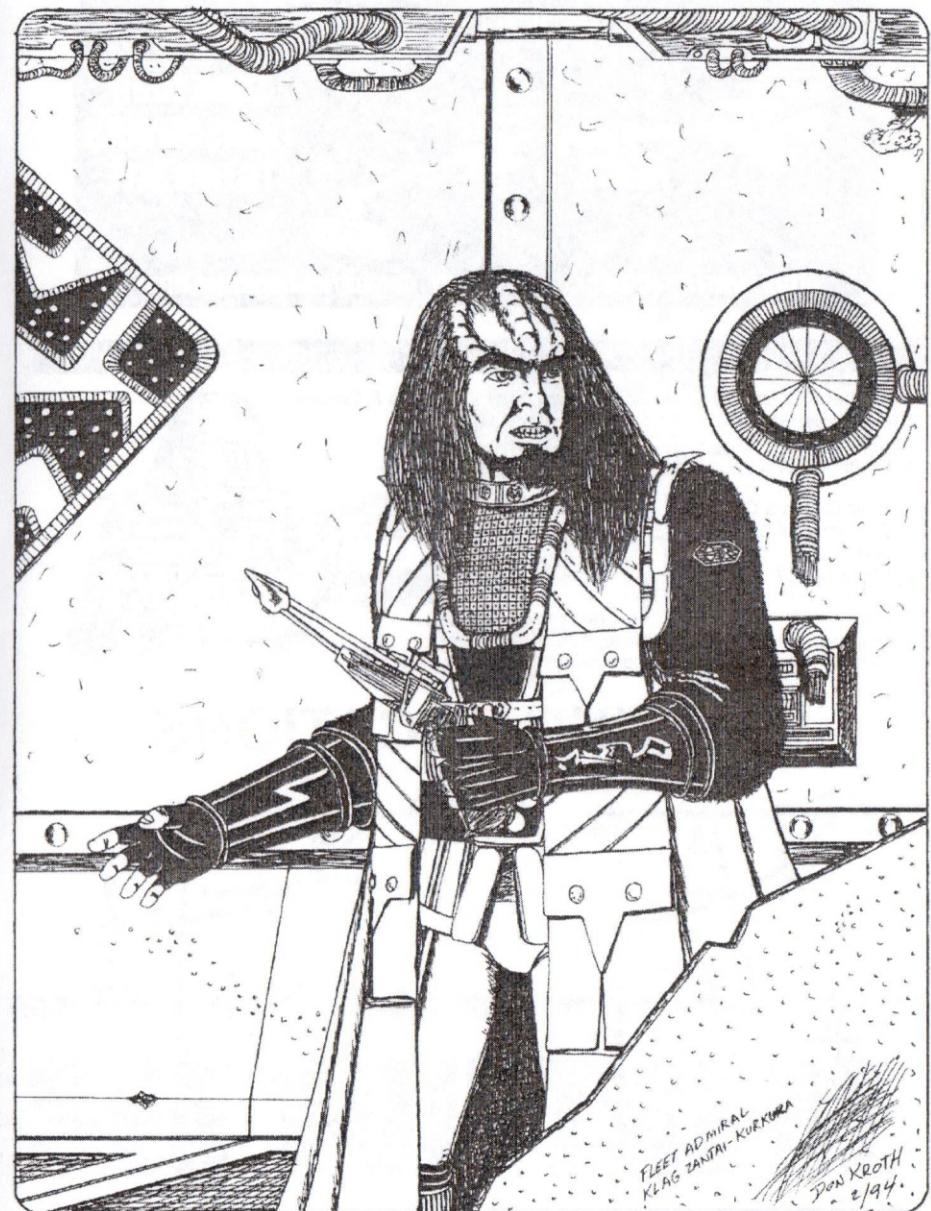
Another thing is that our club is run by a Chancellor who is voted on by the High Council. After two years, if the Chancellor hasn't been booted from office for royally screwing something up, a new person gets the chance to lead. This is great since it's an easy and obtainable goal for anyone who wishes to lead. Many people are good leaders, but never get the chance in real life. This process is great for them to give it a try. This will eliminate the "good ole boy" tactics some people try to pull. To be honest, that crap is what tears groups apart, but I guess all of us can't mentally grow up.

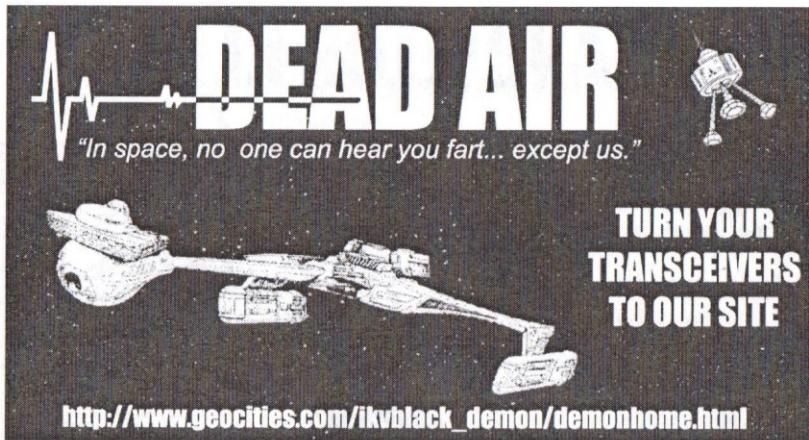
I will admit that this tactic doesn't work as some people either don't "get it" or that they are a spy from one of the opposing club. That burns my butt. I mean we all do this for fun and it shouldn't matter if someone new comes along who wants to play a different way. They may lose members who want to play our way, but I'm sure there will be people who will stay with their club just because. Every once in a while, you get to me a "get a lifer". This one person came up to me and asked why I wanted to portray "the most despicable group of aliens" and that he would "disown" his son if he ever started dressing up as a Klingon. This guy was a Feddie Fanatic. I just leered and nodded at him as he rattled on. Thankfully one of his friends pulled him away to calm him down, but for a moment, I was wishing I had my live steal on me. I had no clue to what this guy was gearing up for, but I felt threatened just for dressing up in a costume of a fictitious race such as the Klingons. I mean "get a life" dude, this is just for fun.

The word "fun" needs to be reminded to all of us not just to the new recruit. We do this for fun and we need to show that recruit that we have fun and that we are always looking for new friends who want to have fun with us.

*~Kahn vestai-Klag*

## CHANCELLOR KLAG





#### SUPPORT YOUR LOCAL SHOPS

Lone Star Comics  
511 E Abram St  
Arlington, TX  
(817) 860-7827

Cosmic Comic & Cards  
728 E Marshall Dr  
Grand Prairie  
(972) 264-0617

Starlog  
Parks Mall  
Arlington, TX

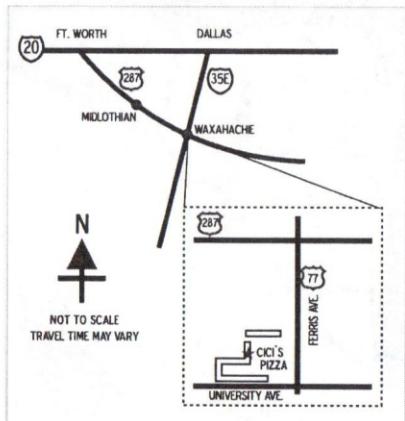
Good Time Charlies Antiques & Comics  
114 W Knox St  
Ennis, TX 75119  
(972) 875-9737

Duncanville Books & Comics  
101 W Camp Wisdom Rd, Ste J,  
Duncanville, TX  
(972) 298-7546

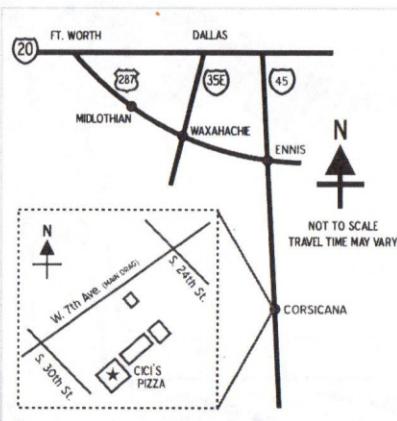
Lost Horizon Adventures  
College Park Mall  
Corsicana, TX



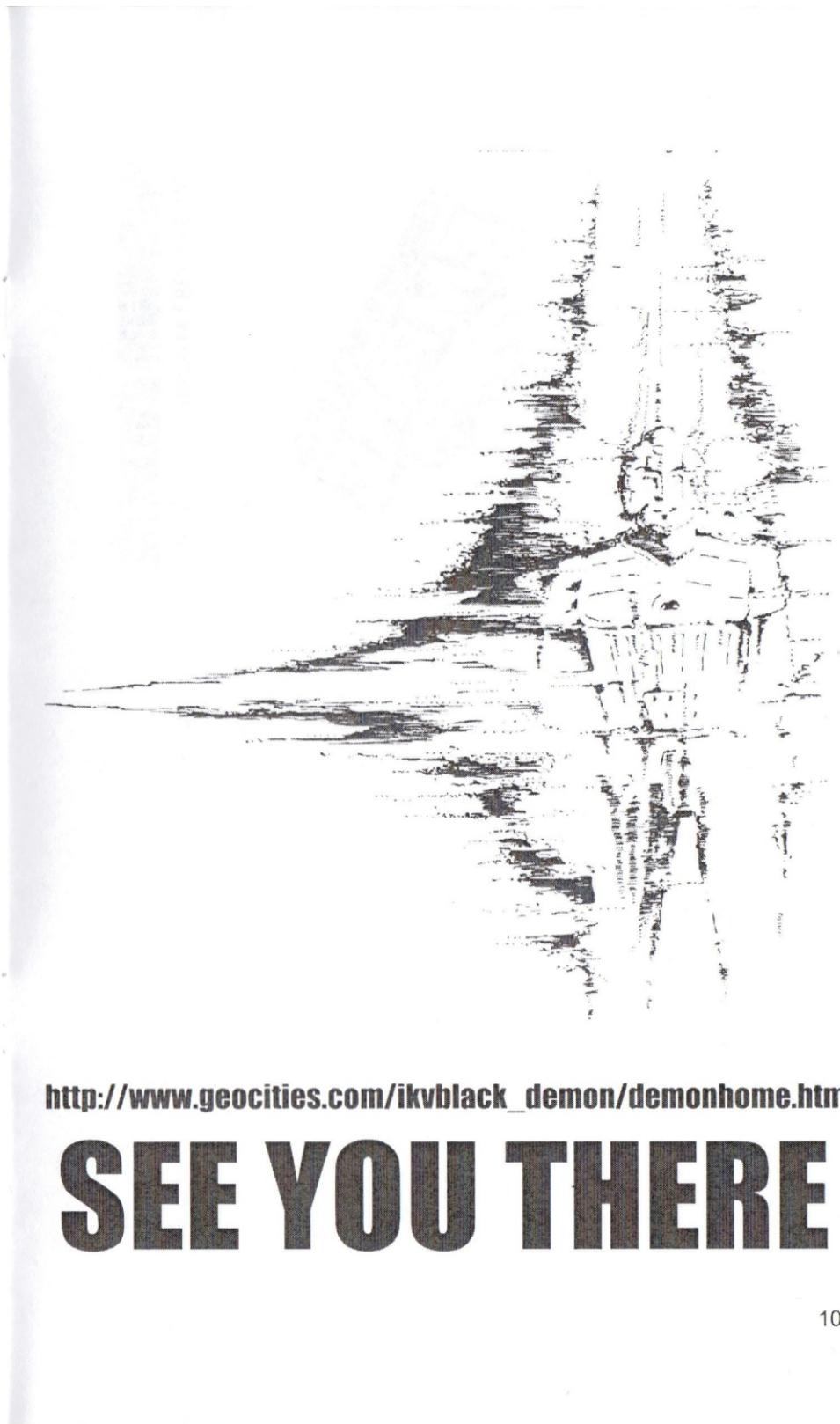
## MEETING LOCATIONS



Every Third Sunday 2-4pm.



Every Fourth Sunday 2-4pm.



[http://www.geocities.com/ikvblack\\_demon/demonhome.html](http://www.geocities.com/ikvblack_demon/demonhome.html)

# SEE YOU THERE